



LAMPIRAN 1. *EVENTSHEET* “SMART KIDS”

1. Menu

stage1	menu	stage2	stage21	stage22	stage23	stage24	stage25
<p>Global number SCORE_STAGE2 = 0</p> <p>Global number SCORE_STAGE2_7 = 0</p> <p>Global number SCORE_STAGE2_6 = 0</p> <p>Global number SCORE_STAGE2_5 = 0</p> <p>Global number SCORE_STAGE2_4 = 0</p> <p>Global number SCORE_STAGE2_3 = 0</p> <p>Global number SCORE_STAGE2_2 = 0</p> <p>Global number SCORE_STAGE4_3 = 0</p> <p>Global number SCORE_STAGE3_3 = 0</p> <p>Global number SCORE_STAGE2_1 = 0</p> <p>Global number SCORE_STAGE1 = 0</p> <p>Global number stage4 = 0</p> <p>Global number stage3 = 0</p> <p>Global number stage2 = 0</p> <p>Global number stage2_7 = 0</p> <p>Global number stage1 = 0</p>							
1	→ ⚙️ System	On start of layout	🔊 Audio	Play " start " not looping from Sounds at 100 dB (tag " start ")			
			🎮 level2	Set animation to " lock " (play from beginning)			
			🎮 level3	Set animation to " lock " (play from beginning)			
			🎮 level4	Set animation to " lock " (play from beginning)			
			Add action				
2	ALPHABET&NUMBER						
3	→ 🖱️ Touch	On tap gesture on level1	🔊 Audio	Play " tombol " not looping from Sounds at 100 dB (tag "")			
	⚙️ System	locked = 1	🎮 level1	Set animation to " default " (play from beginning)			
			⚙️ System	Go to stage1			
			🔊 Audio	Stop " start "			
			Add action				
4	⚙️ System	SCORE_STAGE1 ≥ 1500	🎮 level2	Set animation to " default " (play from beginning)			
			⚙️ System	Set group " GENDER " Activated			
			Add action				
5	⚙️ System	SCORE_STAGE2_7 ≥ 1000	🎮 level3	Set animation to " default " (play from beginning)			
			⚙️ System	Set group " REGULATION " Activated			
			Add action				
6	⚙️ System	SCORE_STAGE3_3 ≥ 1000	🎮 level4	Set animation to " default " (play from beginning)			
			⚙️ System	Set group " INDEPEDENCE " Activated			
			Add action				

(lanjutan)

The screenshot displays an animation software interface with a timeline at the top showing stages: stage1, menu, stage2, stage21, stage22, stage23, stage24, and stage25. The main workspace shows a sequence of events and actions for different levels.

LEVEL 2: GENDER

- Event 7: Touch (On tap gesture on level2) → Action: Set animation to "default" (play from beginning)
- Event 8: System (locked = 1) → Action: Go to stage2

LEVEL 3: REGULATION

- Event 9: Touch (On tap gesture on level3) → Action: Set animation to "default" (play from beginning)
- Event 10: System (locked = 1) → Action: Go to stage3-1

LEVEL 4: INDEPEDENCE

- Event 11: Touch (On tap gesture on level4) → Action: Set animation to "default" (play from beginning)
- Event 12: System (locked = 1) → Action: Add action
- Event 13: Touch (On tap gesture on close) → Action: Play "tombol" not looping from Sounds at 100 dB (tag "")

Event 14: Touch (On tap gesture on yes) → Action: Go to home

Event 15: Touch (On tap gesture on no) → Action: Go to menu

Event 16: System → Action: Destroy

- backg... Destroy
- MENU Destroy
- levels... Destroy
- menu1 Destroy
- stage2 Destroy
- stage2 Destroy
- level2 Destroy
- menu2 Destroy
- stage3 Destroy
- level3 Destroy
- menu3 Destroy
- stage4 Destroy
- menu4 Destroy
- level4 Destroy
- System Create object keluar on layer 1 at (848.193, 479.756)
- keluar Spawn yes on layer 1 (image point 1)
- keluar Spawn no on layer 1 (image point 2)

Event 17: System → Action: Add action

Event 18: System → Action: Add action

Event 19: System → Action: Add action

Event 20: System → Action: Add action

Event 21: System → Action: Add action

Event 22: System → Action: Add action

Event 23: System → Action: Add action

Event 24: System → Action: Add action

Event 25: System → Action: Add action

Event 26: System → Action: Add action

Event 27: System → Action: Add action

Event 28: System → Action: Add action

Event 29: System → Action: Add action

Event 30: System → Action: Add action

Event 31: System → Action: Add action

Event 32: System → Action: Add action

Event 33: System → Action: Add action

Event 34: System → Action: Add action

Event 35: System → Action: Add action

Event 36: System → Action: Add action

Event 37: System → Action: Add action

Event 38: System → Action: Add action

Event 39: System → Action: Add action

Event 40: System → Action: Add action

Event 41: System → Action: Add action

Event 42: System → Action: Add action

Event 43: System → Action: Add action

Event 44: System → Action: Add action

Event 45: System → Action: Add action

Event 46: System → Action: Add action

Event 47: System → Action: Add action

Event 48: System → Action: Add action

Event 49: System → Action: Add action

Event 50: System → Action: Add action

Event 51: System → Action: Add action

Event 52: System → Action: Add action

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Event 65: System → Action: Add action

Event 66: System → Action: Add action

Event 67: System → Action: Add action

Event 68: System → Action: Add action

Event 69: System → Action: Add action

Event 70: System → Action: Add action

Event 71: System → Action: Add action

Event 72: System → Action: Add action

Event 73: System → Action: Add action

Event 74: System → Action: Add action

Event 75: System → Action: Add action

Event 76: System → Action: Add action

Event 77: System → Action: Add action

Event 78: System → Action: Add action

Event 79: System → Action: Add action

Event 80: System → Action: Add action

Event 81: System → Action: Add action

Event 82: System → Action: Add action

Event 83: System → Action: Add action

Event 84: System → Action: Add action

Event 85: System → Action: Add action

Event 86: System → Action: Add action

Event 87: System → Action: Add action

Event 88: System → Action: Add action

Event 89: System → Action: Add action

Event 90: System → Action: Add action

Event 91: System → Action: Add action

Event 92: System → Action: Add action

Event 93: System → Action: Add action

Event 94: System → Action: Add action

Event 95: System → Action: Add action

Event 96: System → Action: Add action

Event 97: System → Action: Add action

Event 98: System → Action: Add action

Event 99: System → Action: Add action

Event 100: System → Action: Add action

2. Stage 1

stage1 x stage2 stage21 stage22 stage23 stage24 stage25 menu

Global number **locked** = 1
Global number **waktu** = 0
Global number **score** = 0
Global text **soal** = ""

1 System On start of layout Audio Play "**stage1**" looping from Sounds at 100 dB (tag "**stage1**")
 System Set **waktu** to 240
 System Set **score** to 0
 System Set **soal** to choose("NOL", "SATU", "DUA", "TIGA", "EMPAT", "LIMA", "ENAM", "LAPORAN")
 soal Set text to **soal**
 Sprite3 Set animation to **choose**("NOL", "SATU", "DUA", "TIGA", "EMPAT", "LIMA", "LAPORAN", "soal, soal, soal") (play from beginning)
 System Set time scale to 0
Add action

2 Touch On tap gesture on Sprite3 Audio Play "**tombol**" not looping from Sounds at 100 dB (tag "")
 System **soal** = Sprite3.AnimationName Sprite3 Set animation to "**default**" (play from beginning)
 System Add 100 to **score**
Add action

3 System Every 3 seconds Sprites Set animation to **choose**("NOL", "SATU", "DUA", "TIGA", "EMPAT", "LIMA", "LAPORAN") (play from beginning)
Add action

4 System Every 10 seconds System Set **soal** to choose("NOL", "SATU", "DUA", "TIGA", "EMPAT", "LIMA", "ENAM", "LAPORAN")
 System Trigger once soal Set text to **soal**
 Audio Stop "**soal**"
 Audio Play "**soal**" not looping from Sounds at 100 dB (tag "**soal**")
Add action

5 timer

6 System Every tick System Subtract **dt** from **waktu**
 waktu Set text to **round(waktu)**
 score Set text to **score**
Add action

7 System **waktu** ≤ 0 System Set group "**timer**" Deactivated
 System Set **waktu** to 1
 System Set layer 1 opacity to 0
 System Go to **menu**
 Sprite5 Spawn Backgroundnilai on layer 0 (image)

2. Stage 2

stage1					stage2	stage21	stage22	stage23	stage24	stage25	menu
1	System	On start of layout	Audio	Play "start" not looping from Sounds at 10 dB (tag "")	Audio	Play "mari_kenali_keluargamu" not looping from Sounds at 200 dB (tag "")	Add action				
2	Kakek										
3	Touch	On tap gesture on kakek	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")	System	Go to stage21	Audio	Stop "start"	Add action		
4	Nenek										
5	Touch	On tap gesture on nenek	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")	System	Go to stage22	Audio	Stop "start"	Add action		
6	Ayah										
7	Touch	On tap gesture on ayah	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")	System	Go to stage23	Audio	Stop "start"	Add action		
8	Ibu										
9	Touch	On tap gesture on ibu	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")	System	Go to stage24	Audio	Stop "start"	Add action		
10	Anak1										
11	Touch	On tap gesture on anak1	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")	System	Go to stage25	Audio	Stop "start"	Add action		
12	Anak2										
13	Touch	On tap gesture on anak2	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")	System	Go to stage26	Audio	Stop "start"	Add action		
14	Anak3										
15	Touch	On tap gesture on anak3	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")	System	Go to stage27	Audio	Stop "start"	Add action		

3. Stage 2-1

stage1	stage2	stage21	stage22	stage23	stage24	stage25	menu
1	System	On start of layout	Audio	Play "stage2" not looping from Sounds at 100 dB (tag "stage2")			
			System	Set waktu to 60			
			System	Set score to 0			
			System	Set time scale to 0			
			Add action				
2	timer2						
3	System	Every tick	System	Subtract dt from waktu			
			waktu	Set text to round(waktu)			
			score	Set text to score			
			Add action				
4	System	waktu ≤ 0	System	Set group "timer2" Deactivated			
			System	Set waktu to 1			
			System	Set layer 1 opacity to 0			
			Sprite5	Spawn Backgroundnilai on layer 0 (image point 1)			
			Sprite5	Spawn Surprise on layer 0 (image point 4)			
			Sprite5	Spawn score on layer 0 (image point 2)			
			score	Set text to score			
			Backgroundnilai	Spawn close on layer 0 (image point 1)			
			Backgroundnilai	Spawn Nextlayout on layer 0 (image point 2)			
			Backgroundnilai	Spawn Backlayout on layer 0 (image point 3)			
			Audio	Stop "stage2"			
			kamr	Destroy			
			System	Set SCORE_STAGE2_1 to score			
			Add action				
5	lemari						
6	Touch	On tap gesture on almari	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")			
			almari	Spawn AlmariBuka2_1 on layer 1 (image point 1)			
			AlmariBuka2_1	Spawn Bajukakek on layer 1 (image point 1)			
			AlmariBuka2_1	Spawn CelanaKakek on layer 1 (image point 2)			
			AlmariBuka2_1	Spawn Sepatukakek on layer 1 (image point 5)			
			AlmariBuka2_1	Spawn slayer on layer 1 (image point 4)			
			AlmariBuka2_1	Spawn Bajukakek1 on layer 1 (image point 3)			
			AlmariBuka2_1	Spawn Sepatukakek1 on layer 1 (image point 6)			
			System	Set group "lemari" Deactivated			
			System	Set group "Baju Kakek" Activated			
			Add action				
7	Baju Kakek						
8	Bajukakek	On collision with Sprite6	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "tombol")			
			Bajukakek	Set position to (345, 463)			
			Bajukakek	Set DragDrop Disabled			
			System	Add 200 to score			
			System	Set group "Celana Kakek" Activated			
			Add action				

4. Stage Stage 3

stage3-1		stage4-1	
1	System On start of layout	Audio	Play "stage3" not looping from Sounds at 100 dB (tag "stage3")
		System	Set waktu to 90
		System	Set score to 0
		System	Set time scale to 0
		Add action	
2	Touch On tap gesture on player	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
		System	Set time scale to 1.0
		player	Destroy
		backgroundTutp	Destroy
		perintahStage3	Destroy
		Add action	
3	timer9		
4	System Every tick	System	Subtract dt from waktu
		waktu	Set text to round(waktu)
		score	Set text to score
		Add action	
5	System waktu ≤ 0	System	Set group "timer9" Deactivated
		System	Set waktu to 1
		System	Set layer 1 opacity to 0
		System	Go to menu
		Sprite5	Spawn Backgroundnilai on layer 0 (image point 1)
		Sprite5	Spawn Surprise on layer 0 (image point 4)
		Sprite5	Spawn score on layer 0 (image point 2)
		score	Set text to score
		Backgroundnilai	Spawn close on layer 0 (image point 1)
		Backgroundnilai	Spawn Nextlayout on layer 0 (image point 2)
		Backgroundnilai	Spawn Backlayout on layer 0 (image point 3)
		Audio	Stop "stage3"
		Add action	
6	Buku Rak Atas		
7	Touch On tap gesture on BukuRakAtas	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
		Audio	Play "loading-stage3" not looping from Sounds at 100 dB (tag "loading-stage3")
		System	Wait 5.0 seconds
		BukuRakAtasAft...	Set position to (1069, 150)
8	Buku Rak Bawah		
9	Touch On tap gesture on BukuRakBawah	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
		Audio	Play "loading-stage3" not looping from Sounds at 100 dB (tag "loading-stage3")
		System	Wait 5.0 seconds
		BukuRakBawah...	Set position to (1079, 356)
		BukuRakBawah	Destroy
		Audio	Stop "loading-stage3"
		System	Add 200 to score
		score	Set text to score
		System	Set group "Buku Rak Bawah" Activated
		Add action	
		BukuRakAtas	Destroy
		Audio	Stop "loading-stage3"
		System	Add 200 to score
		score	Set text to score
		System	Set group "Buku Rak Atas" Activated
		Add action	

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		kursibesar	Destroy
		Audio	Stop "loading-stage3"
		System	Add 200 to score
		score	Set text to score
		System	Set group "Kursi Besar" Activated
		Add action	
14	Karpet		
15	Touch	On tap gesture on karpetbefore	Audio
			Audio
		System	Wait 5.0 seconds
		KarpetAfter	Set position to (890, 768)
		karpetbefore	Destroy
		Audio	Stop "loading-stage3"
		System	Add 200 to score
		System	Add 200 to score
		score	Set text to score
		System	Set group "Karpet" Activated
		Add action	
16	Bantal		
17	Touch	On tap gesture on bantal	Audio
			Audio
		System	Wait 5.0 seconds
		bantalafter	Set position to (1346, 578)
		bantal	Destroy
		Audio	Stop "loading-stage3"
		System	Add 200 to score
		score	Set text to score
		System	Set group "Bantal" Activated
		Add action	
18	Kursi Kecil		
19	Touch	On tap gesture on kursikecil	Audio
			Audio
		System	Wait 5.0 seconds
		kursikecilafter	Set position to (837, 888)
		kursikecil	Destroy
		Audio	Stop "loading-stage3"
		score	Set text to score
		System	Set group "Kursi Kecil" Activated
		Add action	
20	sampa...	On collision with tempatsampah	Audio
			TempatSampah...
		sampah3	Set position to (128, 484)
		sampah3	Set DragDrop Disabled
		sampah3	Destroy
		tempatsampah	Set position to (115, 542)
		System	Add 100 to score
		Add action	

(lanjutan)

21	sampa...	On collision with tempatsampah	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
			TempatSampah...	Set position to (113, 546)
			sampah2	Set position to (128, 484)
			sampah2	Set DragDrop Disabled
			sampah2	Destroy
			System	Add 100 to score
			score	Set text to score
			Add action	
22	sampa...	On collision with tempatsampah	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
			TempatSampah...	Set position to (113, 546)
			sampah1	Set position to (128, 484)
			sampah1	Set DragDrop Disabled
			sampah1	Destroy
			System	Add 100 to score
			score	Set text to score
			Add action	
23	Touch	On tap gesture on Backlayout	System	Go to menu
			Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
24	Touch	On tap gesture on Nextlayout	System	Go to stage3-2
			Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
			Add action	
25	Touch	On tap gesture on close	Audio	Play "tombol" not looping from Sounds at 100 dB (tag "")
			Backgroundnilai	Destroy
			Backlayout	Destroy
			Nextlayout	Destroy
			close	Destroy
			Surprise	Destroy
			score	Destroy
			System	Create object keluar on layer 0 at (823, 474)
			keluar	Spawn yes on layer 0 (image point 1)
			keluar	Spawn no on layer 0 (image point 2)
			Add action	

6. Stage 4

stage3-1 stage4-1

1 System On start of layout

- Set **waktu** to 150
- Set **score** to 0
- Set time scale to 0
- Play "stage4" not looping from Sounds at 100 dB (tag "")
- Add action

2 timer12

3 System Every tick

- Subtract **dt** from **waktu**
- Set text to **round(waktu)**
- Set text to **score**
- Add action

4 System **waktu ≤ 0**

- Set group "timer12" Deactivated
- Set **waktu** to 1
- Set layer 1 opacity to 0
- Go to menu
- Spawn **Backgroundnilai** on layer 0 (image point 1)
- Spawn **Surprise** on layer 0 (image point 4)
- Spawn **score** on layer 0 (image point 2)
- Set text to **score**
- Spawn **close** on layer 0 (image point 1)

5 satu On collision with lay1

- Spawn **Nextlayout** on layer 0 (image point 2)
- Spawn **Backlayout** on layer 0 (image point 3)
- Add action
- Play "bookclose2-stage3" not looping from Sounds at 100 dB (tag "")
- Set position to (227.361, 234.05)
- Set DragDrop Disabled
- Destroy
- Wait 2.0 seconds
- Set position to (826, 411)
- Add 200 to **score**
- Set text to **score**
- Add action

6 dua On collision with lay2

- Play "bookclose2-stage3" not looping from Sounds at 100 dB (tag "")
- Set position to (479.765, 233.754)
- Set DragDrop Disabled
- Destroy
- Wait 2.0 seconds
- Set position to (832, 502)
- Add 200 to **score**
- Set text to **score**
- Add action

7 tiga On collision with lay3

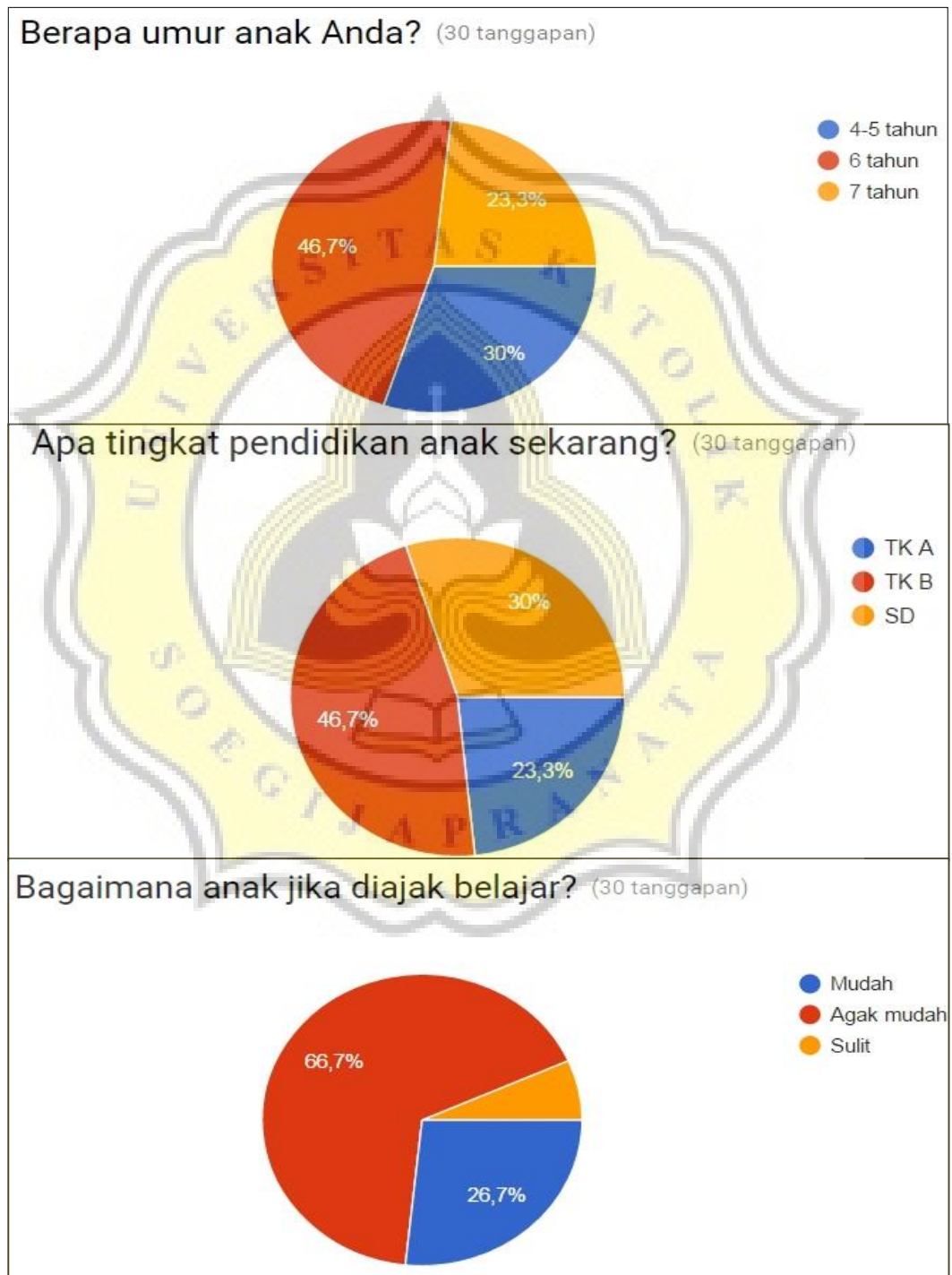
- Play "bookclose2-stage3" not looping from Sounds at 100 dB (tag "")
- Set position to (735, 233)
- Set DragDrop Disabled
- Destroy
- Wait 2.0 seconds
- Set position to (830, 568)
- Add 200 to **score**
- Set text to **score**
- Add action

8 empat On collision with lay4

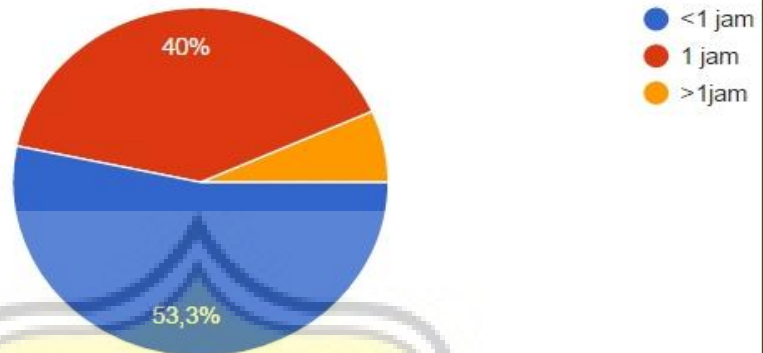
- Play "bookclose2-stage3" not looping from Sounds at 100 dB (tag "")
- Set position to (990.071, 233.676)
- Set DragDrop Disabled
- Destroy
- Wait 2.0 seconds
- Set position to (829, 646)
- Add 200 to **score**

LAMPIRAN 2. HASIL SEBELUM DAN SESUDAH MEMAINKAN GAME “SMART KIDS”

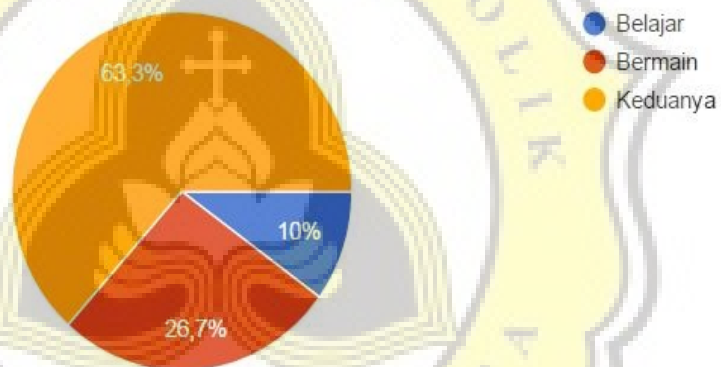
1. Hasil kuisioner kepada orang tua sebelum anak memainkan game *Smat Kids*



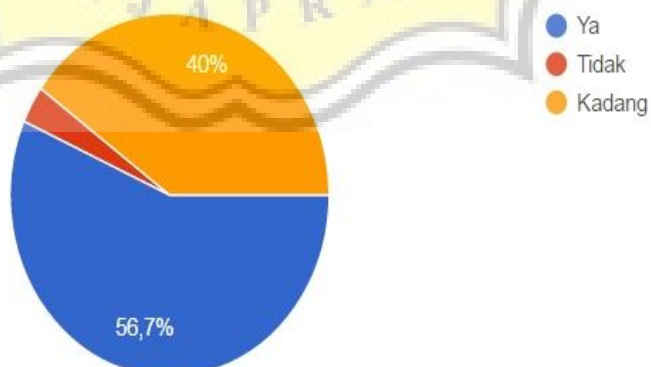
Berapa lama waktu belajar? (30 tanggapan)



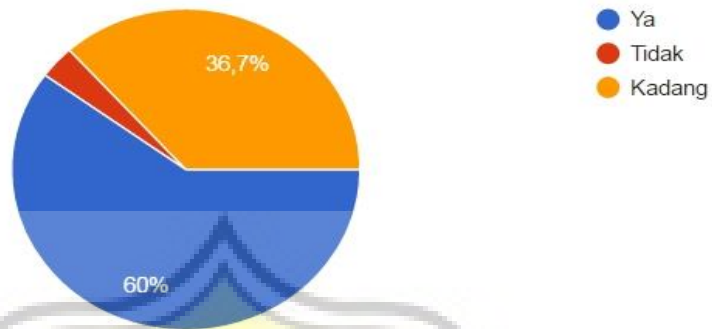
Antara belajar dan bermain, anak suka yang mana? (30 tanggapan)



Jika sedang belajar, apakah anak juga sambil bermain? (30 tanggapan)



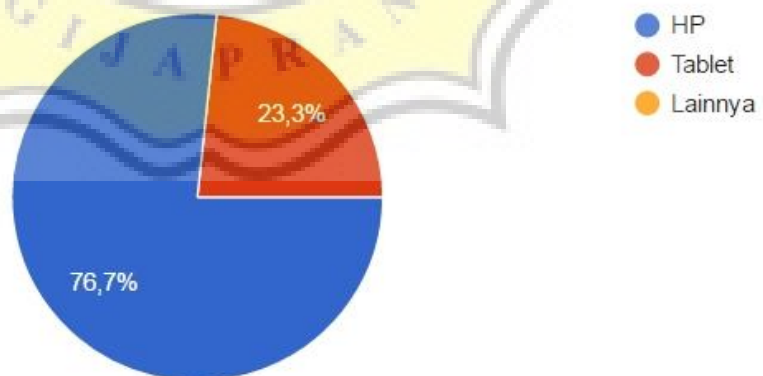
Apakah anak sudah boleh menggunakan gadget? (30 tanggapan)



Apakah anak suka memainkan game di gadget? (30 tanggapan)

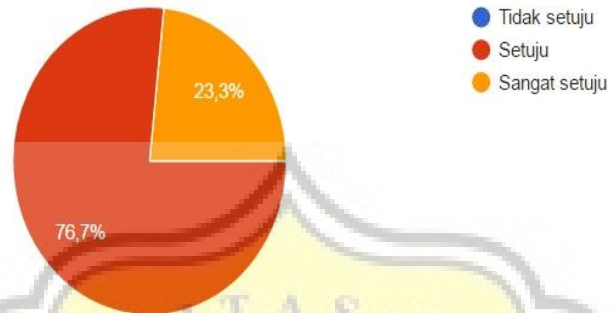


Jenis gadget apakah yang anak miliki? (30 tanggapan)



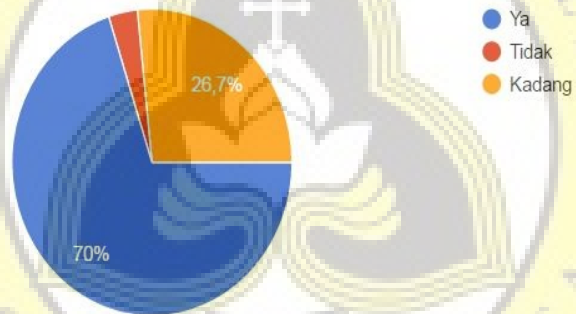
Jika pembelajaran di sekolah dibuat menjadi game dan dapat dimainkan oleh anak di gadget apakah bapak/ibu setuju?

(30 tanggapan)



Apakah orangtua memiliki kesulitan dalam menyampaikan edukasi ke anak secara langsung?

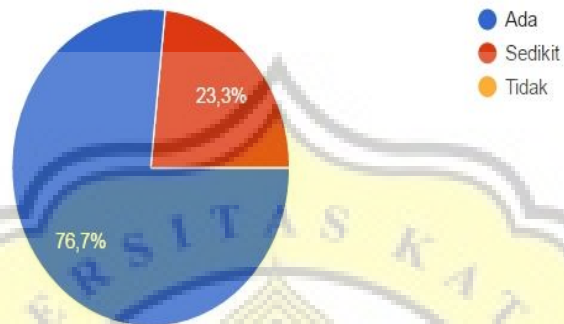
(30 tanggapan)



2. Hasil kuisioner kepada orang tua sesudah anak memainkan *game* *Smart Kids*

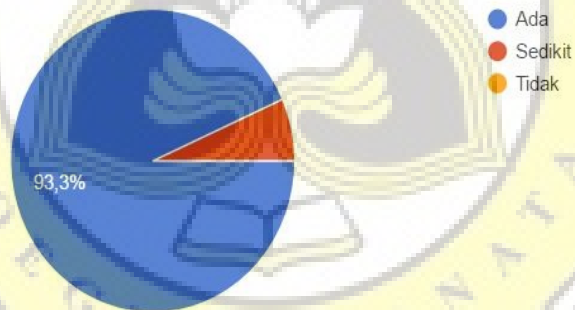
Apakah ada perubahan mengenai anak Bapak/Ibu setelah memainkan game "Smart Kids" ?

(30 tanggapan)



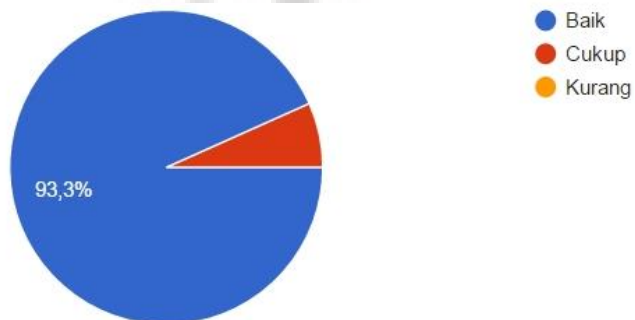
Apakah Bapak/Ibu merasa terbantu dalam menyampaikan edukasi kepada anak melalui game "Smart Kids"?

(30 tanggapan)

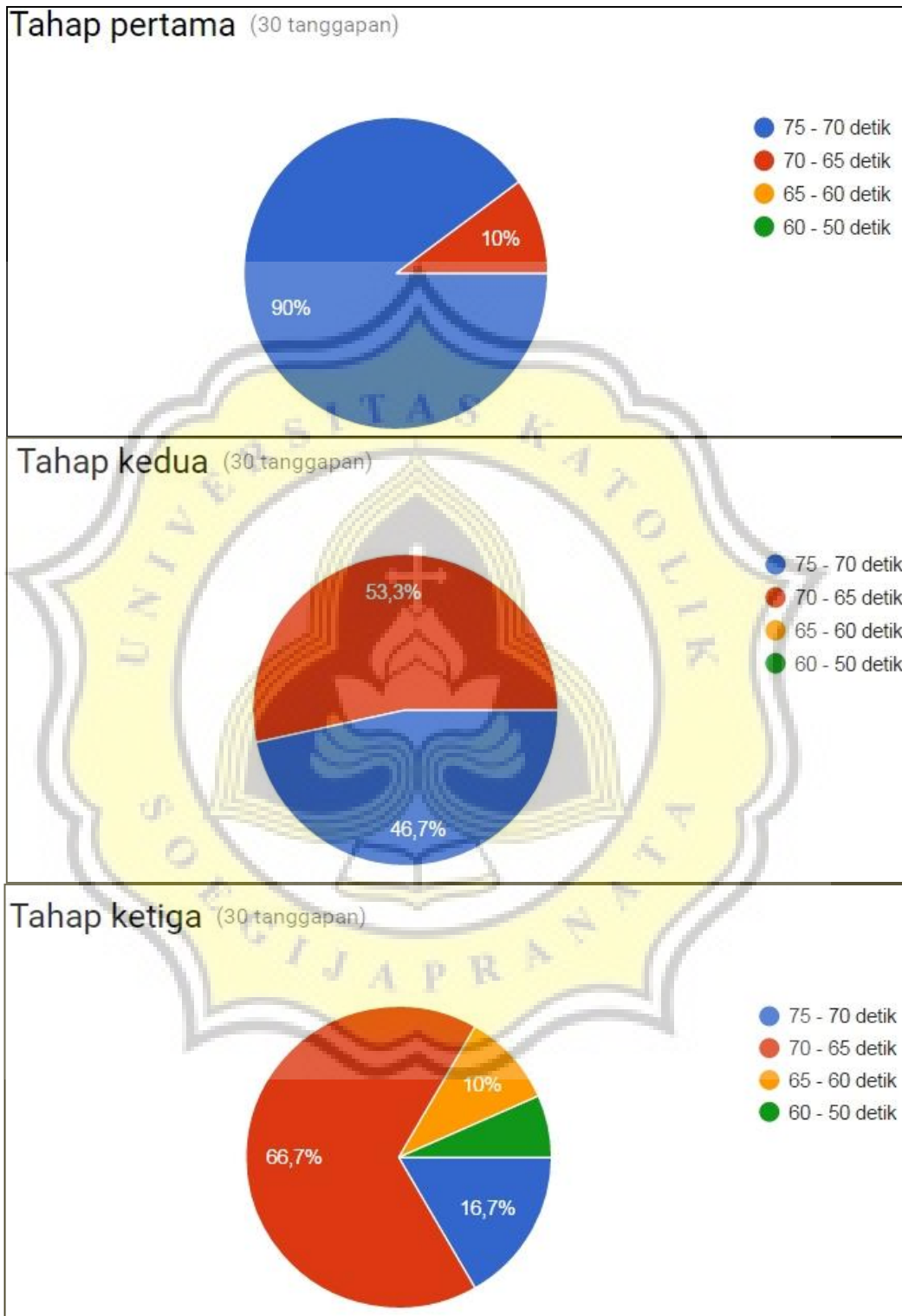


Bagaimanakah pendapat Ibu/Bapak mengenai game "Smart Kids" ?

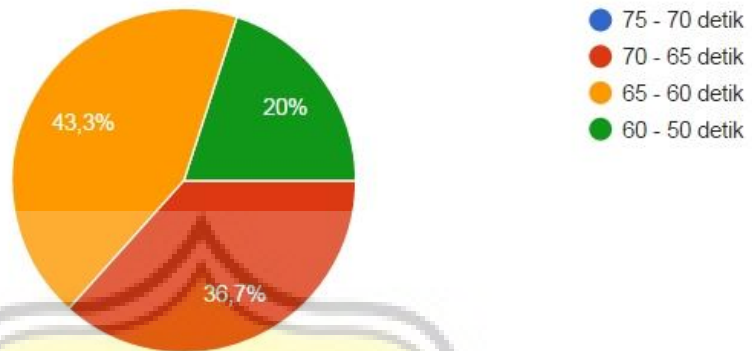
(30 tanggapan)



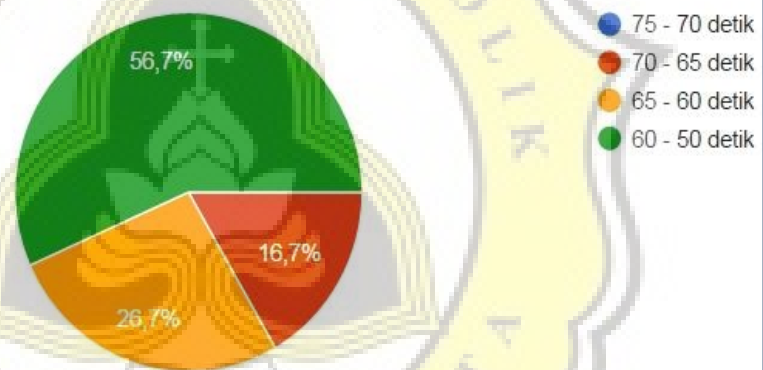
3. Hasil uji coba perkembangan psikomotorik (Stage 2)



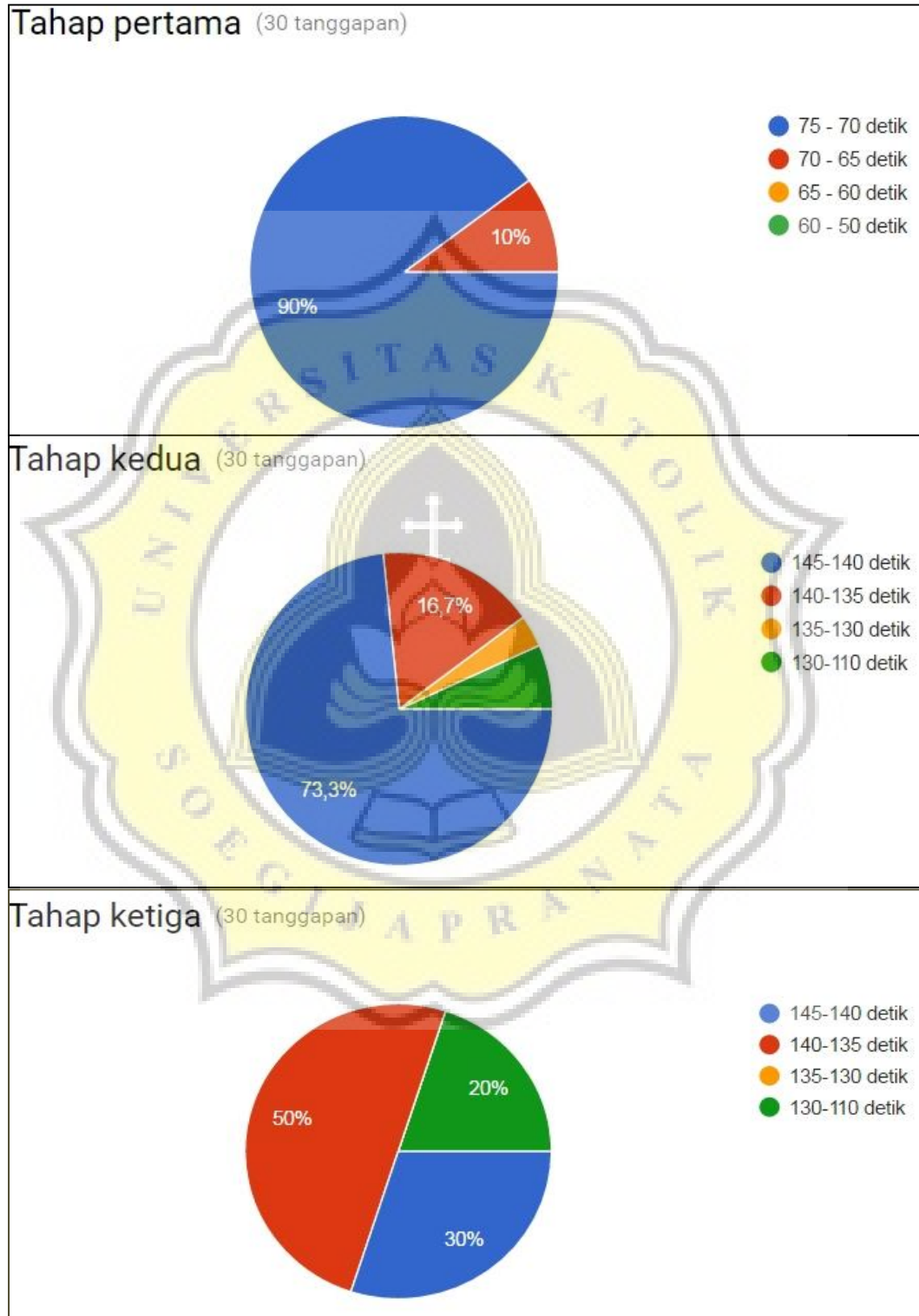
Tahap keempat (30 tanggapan)



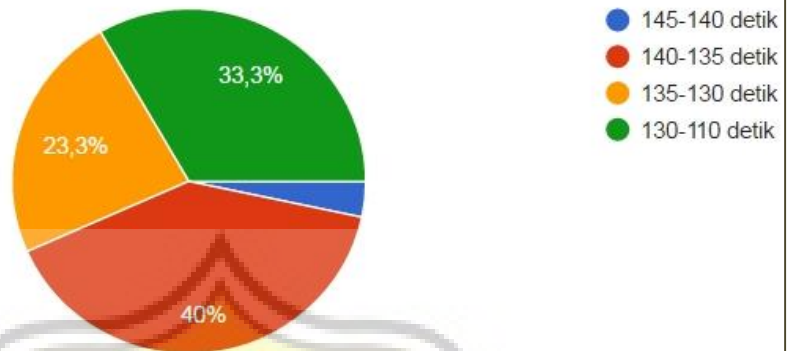
Tahap kelima (30 tanggapan)



4. Hasil uji coba perkembangan psikomotorik (stage 3)



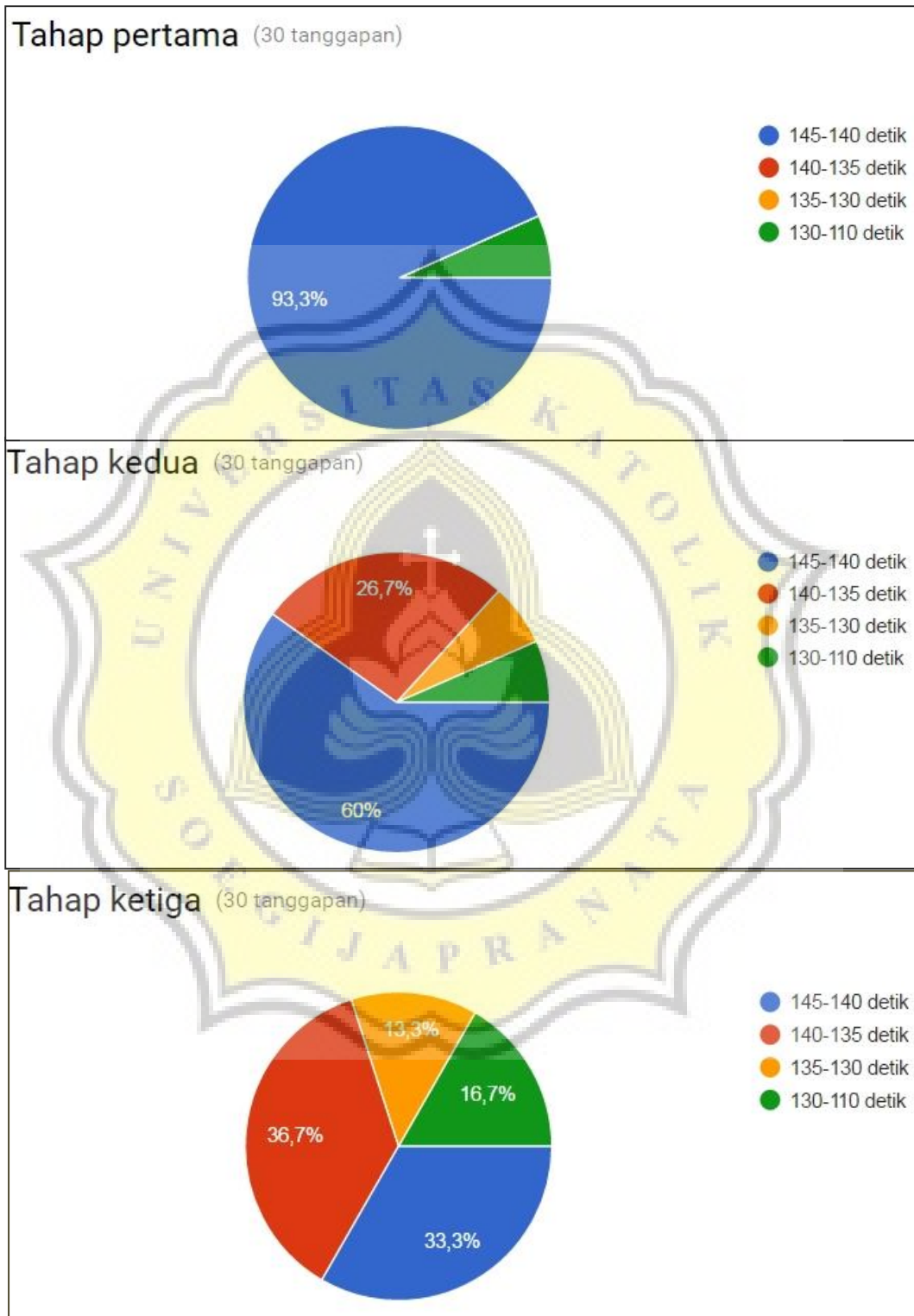
Tahap keempat (30 tanggapan)



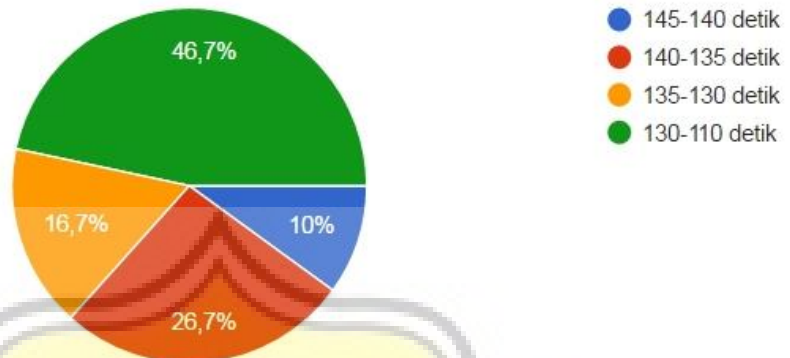
Tahap kelima (30 tanggapan)



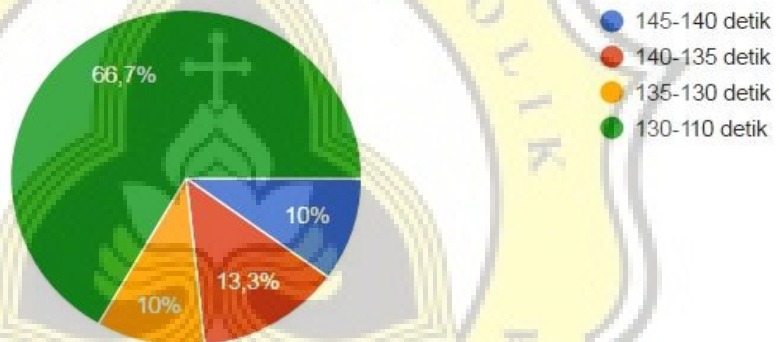
5. Hasil uji coba perkembangan psikomotorik (stage 4)



Tahap keempat (30 tanggapan)



Tahap kelima (30 tanggapan)



LAMPIRAN 3. KUISIONER

1. Soal pretest

SOAL PRETEST

PERKEMBANGAN KOGNITIF DAN PSIKOMOTORIK PADA ANAK

NAMA:

UMUR:

1. Sebutkan angka-angka dibawah ini :

1, 2, 3, 4, 5, 6, 7, 8, 9, 0

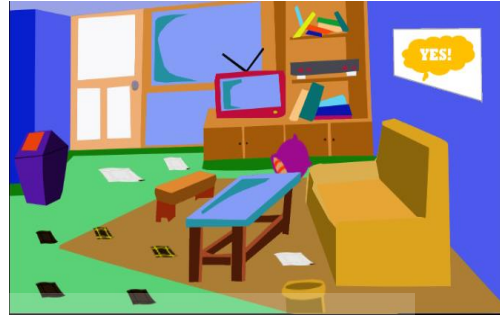
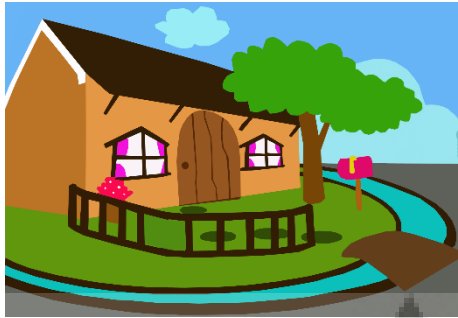
2. Sebutkan huruf-huruf yang ada dibawah ini :

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O,
P, Q, R, S, T, U, V, W, X, Y, Z

a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r,
s, t, u, v, w, x, y, z

3. Siapa saja anggota keluargamu ? Sebutkan ? . Lalu manakah yang termasuk perempuan dan laki-laki ?

4. Manakah gambar yang termasuk tempat yang rapi dan bersih ?



5. Manakah gambar yang menunjukkan keluarga saling membantu ?



6. Apakah kamu pernah membantu temanmu ? kalau iya, manakah gambar yang menunjukan hal tersebut ?



7. Jika akan berangkat kesekolah apa yang kamu lakukan ? mana gambar yang menunjukan hal tersebut?



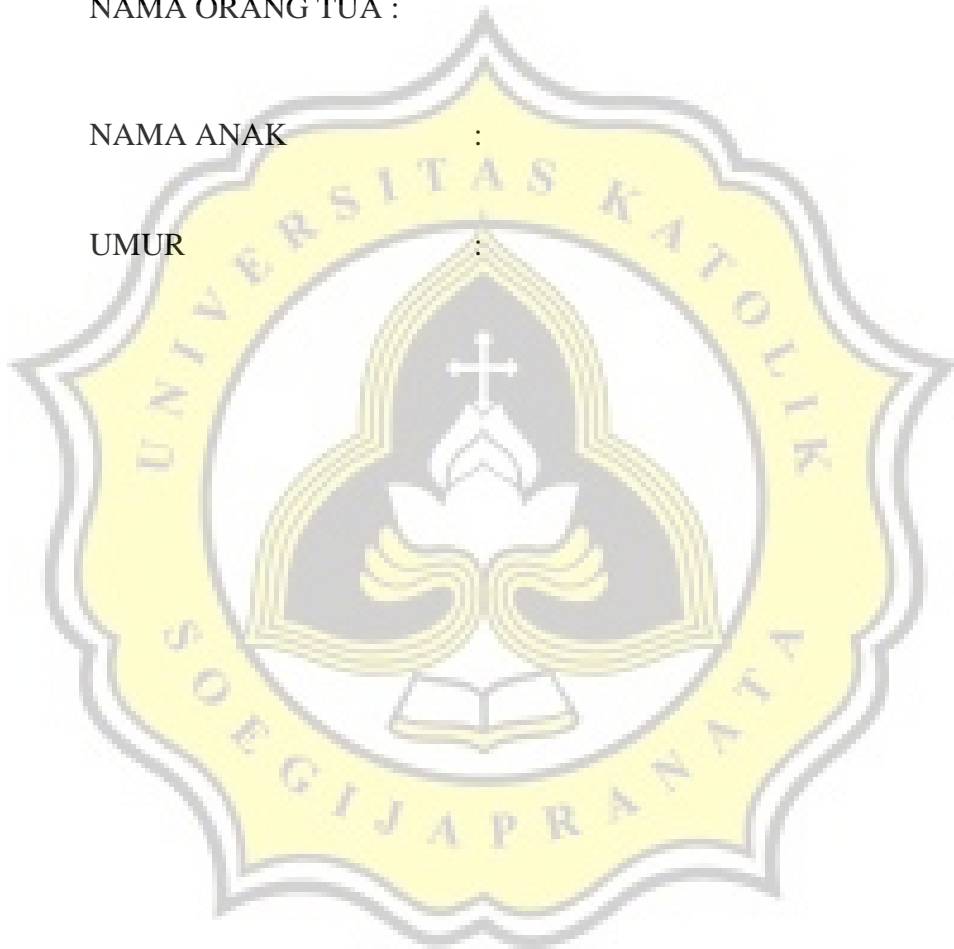
2. Kuisioner respon orang tua sebelum memainkan game

KUISIONER RESPON ORANG TUA TENTANG PENGGUNAAN GAME SEBAGAI PENDUKUNG PERKEMBANGAN KOGNITIF DAN PSIKOMOTORIK ANAK

NAMA ORANG TUA :

NAMA ANAK :

UMUR :



	Pertanyaan	Pilihan Jawaban
1	Berapa umur anak anda ?	a. 4-5 tahun b. 6 tahun c. 7 tahun
2	Apa tingkat pendidikan anak sekarang	a. TK-A b. TK-B c. SD
3	Bagaimana anak jika diajak belajar	a. mudah b. agak mudah c. sulit
4	Berapa lama waktu belajar	a. < 1 jam b. 1 jam c. > 1 jam
5	Antara belajar dan bermain, anak suka yang mana	a. belajar b. bermain c. keduanya
6	Jika sedang belajar , apakah anak juga sambil bermain	a. ya b. Tidak c. Kadang
7	Apakah anak sudah boleh menggunakan gadget	a. ya b. Tidak c. Kadang
8	Jenis gadget apakah yang anak miliki	a. HP b. Tablet c. Lainnya

9	Seberapa sering anak memainkan gadget	a. tidak pernah b. kadang-kadang c. Sering
10	Berapa lama waktu anak memainkan gadget	a. 10-30 menit b. 40-60 menit c. > 60 menit
11	Apakah anak suka memainkan game di gadget	a. ya b. Tidak c. Kadang
12	Jika pembelajaran disekolah, dibuat menjadi game dan dapat dimainkan oleh anak di gadget apakah bapak/ibu setuju	a. tidak setuju b. Setuju c. sangat setuju
13	Apakah orang tua mengalami kesulitan dalam menyampaikan edukasi ke anak dengan secara langsung ?	a. ya b. tidak c. kadang

3. Kuisioner setelah anak memainkan *game*

PERTANYAAN DIJAWAB SETELAH ANAK MEMAINKAN GAME	
1. Apakah ada perubahan mengenai anak bapak/ibu setelah memainkan game ‘Smart Kids’ ?	a. Ada b. Sedikit c. Tidak
2. Apakah bapak / ibu merasa terbantu dalam menyampaikan edukasi kepada anak melalui game “Smart Kids” ?	a. Ya b. Sedikit c. Tidak
3. Bagaimanakah pendapat bapak / ibu mengenai game “Smart Kids” ?	a. Baik b. Cukup c. Kurang
4. Berikan kritik dan saran mengenai game “Smart Kids” .	a. Kritik: b. Saran:

4. Kuisisioner pengujian perkembangan psikomotorik

PERKEMBANGAN PSIKOMOTORIK					
1	Seringnya anak memainkan game	Kecepatan /Waktu			
	a. Stage 1				
	b. Stage 2				
	c. Stage 3				
	d. Stage 4				

5. Posttest setelah anak memainkan *game*

POSTEST SETELAH ANAK MEMAMINKAN *GAME "SMART KIDS"*

NAMA:

UMUR:

1. Sebutkan secara lisan dan tulisan angka dengan benar !
2. Sebutkan secara lisan dan tulisan huruf dengan benar !
3. Sebutkan siapa saja anggota keluargamu dengan masing-masing menyebutkan termasuk laki-laki atau perempuan !
4. Bagaimana menurutmu rumah yang bersih dan rapi ? Lalu apa yang kamu lakukan untuk menjaga kebersihan itu ?
5. Apakah kamu pernah membantu anggota keluargamu ?
6. Jika kamu melihat orang yang membutuhkan bantuanmu . apa yang kamu lakukan ?
7. Apa yang kamu lakukan sebelum berangkat sekolah ?

